BLADE DANCER™
LINEAGE OF LIGHT
NIS America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

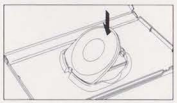
Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS 10124

Introduction

The stars sparkle in the sky above Lunadia, a world enlightened and protected by the gentle light of the Prismatic Moon.

This world was once ruled by an evil emperor, until one courageous man stood against his dark ambitions. This was the Protector of Light, Blade Dancer Gerard. He drove the vile emperor to a lone island in the east. Here, the Blade Dancer disappeared when the dark lord unleashed his immortal henchman, the Dread Knight. Darkness enveloped the world.
But as hope began to fade, just as quickly the news spread that the evil dictator had been defeated.
With the Blade Dancer gone, who in all the world had such power?
One thousand years have now passed. A lone warrior heads to that same island, unaware of its dark history. The boy, Lance, has come to test his mettle in combat. As he approaches, he dreams of a beautiful girl who calls to him for help.
But is it really just a dream...?

He will soon find out, as his adventure is about to begin...

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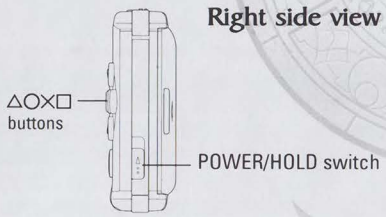
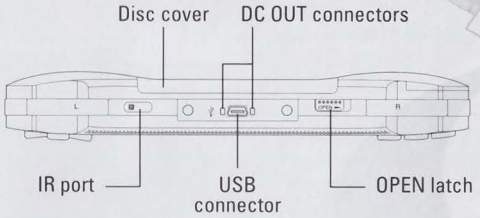
Setting Up

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the Home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the BLADE DANCER™ Lineage of Light disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's Home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button on the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

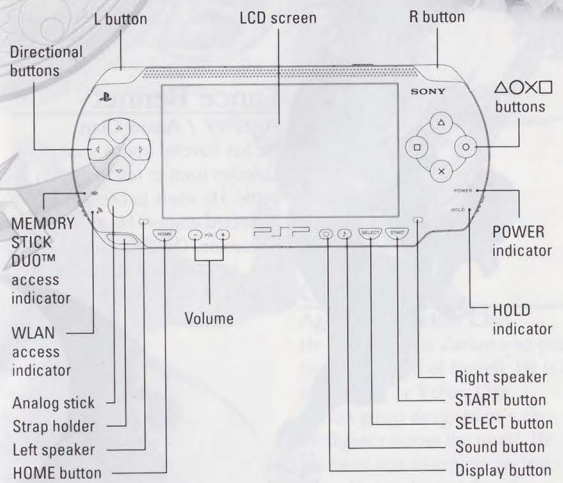
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

These are the basic controls for the game.
❖You can change these settings in the OPTIONS menu (p.14)

PSP™ (PlayStation®Portable) system Configuration



Directional buttons	Move the cursor (in menus)
Analog stick	Move the character / cursor
□ button	Select & cycle through targets
O button	Cancel
X button	Action (in game) / Make selections (in menus)
△ button	Open the Main Menu
R button	Rotate the camera right
L button	Rotate the camera left
HOME button	Quit game
SELECT button	Toggle world map ON/OFF
Wireless LAN Switch	Turn ON to connect to the Network Turn OFF to disconnect from the Network

Character Bios

Lance Bennet

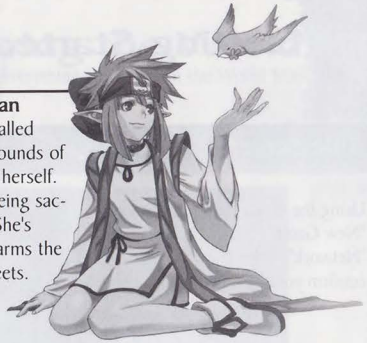
Age: 17 / Anslo Clan

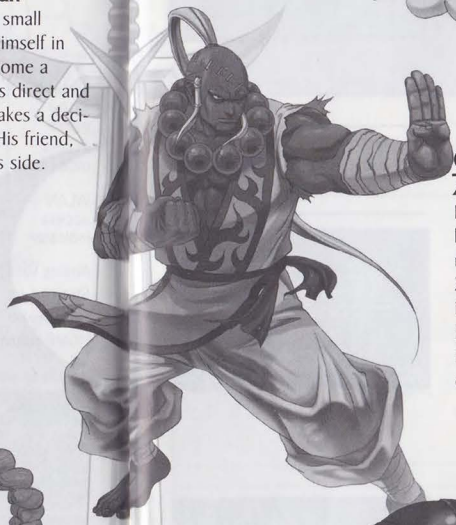
He has traveled from a small Galecian town to test himself in battle. He wants to become a respected warrior. He is direct and passionate. Once he makes a decision, he sticks with it. His friend, Shushu, is always by his side.

Felis Lehitol

Age: 16 / Melphin Clan

She has a unique power called Empathy. She heals the wounds of others by absorbing them herself. Lance rescued her from being sacrificed by the Morezard. She's cheerful and lively. She warms the hearts of everyone she meets.





Gozen

Age: 26 / Zarkan Clan

He is an idealistic Zarkan who puts his group ahead of himself. He is a member of the Yellow Clan, a Zarkan group designed to gather intelligence across the world. He has been sent to explore ancient ruins. He is calm and fiercely determined.

Tess

Age: Unknown / Unknown Clan

A mysterious girl first found by Lance in Sepna Forest. She has no memory of herself, so Lance names her Tess, after an old fairy tale. Could she be the one from Lance's dream?

Dread Knight

A black warrior from tales of old. They say he appears whenever the Black Moon hangs in the sky...
He's bent on crushing Tess, but nobody knows his true intentions.

Getting Started

▶ Title Screen

Using the directional pad, choose "New Game", "Load Game", or "Network". Press the ✕ button to confirm your selection.

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NEW GAME
LOAD GAME
NETWORK
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New Game

Select to begin a new game.

Load Game

Select to load previously saved data.

When the Load screen appears, choose your data file and press the ✕ button to load it. When you see "Load Completed", press the ○ button to proceed.

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NEW GAME
LOAD GAME
NETWORK
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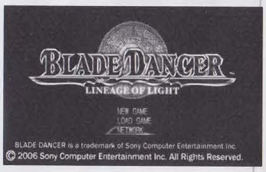
Network

Enter cooperative, ad-hoc multiplayer mode. When using this mode, be sure to turn ON the wireless LAN switch on the PSP™ system.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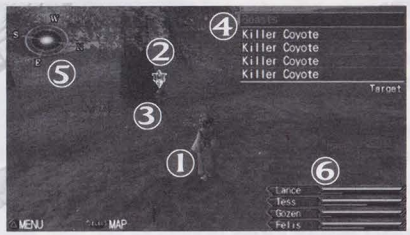
Exploring the World

This section explains everything you'll see on the World Map.

Field View ◀



1 Character
The character you control throughout the game.

2 Targeting Cursor
This shows which enemy you currently have targeted.

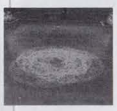
3 Target
The graphical representation of your target (NPC, treasure chest, etc.)

4 Target Name
The name of your current target.

5 Compass
Keep your eye on this while navigating the field.

6 HP/Weapon Endurance
The top bar is your current HP. The bottom is your weapon endurance.

World Objects



Save Points
Use these to save your progress.

Treasure Chests
Open these to find precious items.

Life Points
Use these to recover all of your HP.

Monsters
Watch out for these roaming the field.

Targeting

This command is used to select enemy targets, talk with NPCS, open treasure chests, etc.

▶ Target Select

Press the □ button repeatedly to cycle through your targets. Pressing the □ button once will select the closest visible target. Pressing the □ button again will select the next closest, and so on. Press the ○ button to remove the Target Cursor altogether.

Talking/Accessing Objects

After approaching your target and pressing the □ button to select it, press the ✕ button to interact with it (open a door or treasure chest, talk with an NPC, activate a Save Point, etc.)

Handing Over Items

First, approach your target and press the □ button to lock on. Then open the Main Menu with the △ button. Select the proper item from the Item List and press the ✕ button. When the window opens, choose the proper target and press the ○ button to hand over the item.

If you're lost, check the map!
If you get lost during your travels, press SELECT to open up your map and regain your bearings. You can also move around freely while the map is open. Press SELECT again to close the map.

Shops

Learn your way around the different shops to find the best weapons and materials for your adventures.

Buying Items ◀

To buy or sell items at the shop, select the person at the desk as your target and talk to them. A window will open, and you can choose to "Sell" or "Buy" items. You can also choose "Talk" to converse with the shopkeeper.

Weapons Dealer

Head here for weapons. Remember that weapons have limited endurance and will eventually break. Make sure to have plenty of spares on hand.

Equipment Vendor

Head here for defensive equipment. You'll only have basic gear early on, so be sure to upgrade when you can afford to.

Item Merchant

Head here for consumable items, such as Potions, Holy Water, Skill Potions, etc.

Crafting Broker

Head here for crafting ingredients. There are certain materials you can only find at these shops, but they don't have everything.

Appraiser

Head here to appraise items and obtain their recipes. Each appraisal costs 100G, and you can only appraise an item once.

Inn

Head here to get some rest from battle. It costs 10G to stay, and you will awaken the next morning with your group's health completely recovered.

Using Items & Equipment

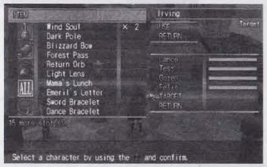
This section talks about using weapons and equipment, and using different items in the field.

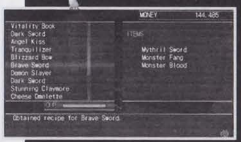
► Changing Equipment

To change equipment, go to the Main Menu and choose "EQUIP". Then select the character whose equipment you want to change. Select the type of equipment you wish to change (weapon, armor, etc.) and a list of available equipment will appear. Make your selection from this list. If you want to unequip the equipped item, select "REMOVE".

► Using Items

To use an item, select "ITEM" from the Main Menu to open the Item List. After highlighting the proper item, select "USE" and choose how many of that item you'd like to use. Next, choose which character to use the item on. If the item will have no effect, you will not be able to use the item. If you want to get rid of an item, highlight it and select "DISCARD".





Appraise gear before it busts!
Weapons you find in treasure chests are often powerful tools. When their endurance gets low, be sure to get the recipe at an Appraiser before they're lost for good. Also remember that you can mass-produce other valuable consumable items.

Group Formations

You can use the Main Menu to adjust your Group Formation in battle. This section describes the changes you can make.

Changing Formation ◄

On the Main Menu, select "ARRANGE" to change the group formation, select the group leader, and move characters to the front or back of the line. Choosing "ARRANGE" will give you a list of your current characters.

Use LEFT/RIGHT on the Directional Buttons to highlight which character you want to move and press the ✕ button to select. Then move the cursor over the other character you want to move and press the ✕ button again.The character highlighted in yellow is your group leader. Change the leader by pressing the L/R buttons to move back and forth. If you want to move a character to the front or back, highlight them and press UP/DOWN on the Directional Buttons. Pressing UP will move them to the front of the formation, and pressing DOWN will send them to the back. You can perform the same command by highlighting a character and pressing the ✕ button twice.

Group Leader

Your leader has an effect both on the World Map and during battle. Get to know the pros and cons of each character, and make your choice accordingly.

Character	Field Effects	Battle Effects
Lance	None	None
Gozen	Monsters are more aggressive	Increases Power of all party members
Felis	Monsters are less aggressive	Item drop rate decreases
Tess	None	Item drop rate increases and Lunar Power automatically increases

Group Formations

Front or Rear

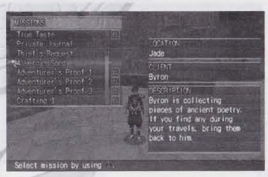
As the table shows, the front and back rows each have positive and negative aspects. If you want to attack aggressively, move to the front. If you want a more supporting role, move to the back.

Position	The Good	The Bad
Front	Your Lunar Clock speeds up	You are more likely to be attacked
Back	Your Accuracy increases	Your Lunar Clock slows down

Missions

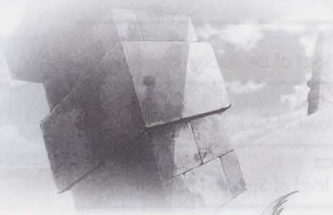
The people of Foo will ask Lance to perform all sorts of jobs and tasks for them. This section talks about how these Missions work.

Completing Tasks



Some Missions are mandatory, while some are optional. But all successful Missions will result in some sort of reward and an increase in your Lunar Gauge. You can check the missions you've accepted in the "MISSIONS" section of the Main Menu.

If you forget what you're supposed to be doing, check there. As the story progresses, the townspeople will talk to you about different things. New Missions will then become available. So when the story changes, make sure to check back with NPCs, even if you've already talked to them before.



NPCs give crucial information!
When you receive a Mission, NPCs related to that mission will talk to you specifically about your task. Once you finish the task, they will go back to normal conversation with you.

Godun
"If someone shows us proof that they were able to subdue the Bone Warrior, I would gladly reward him with an item from my personal collection."

Options

You can change the controls and sound settings in the OPTIONS menu.

▶ Changing Options

To change these settings, select "OPTIONS" from the Main Menu.

Button Config

Key Config
You can choose between 3 separate control schemes; Type A, B, or C.

Set Keys
Leave this ON if you want the battle cursor to return to its previous position on each new turn.

Sound

Here you can adjust the sound levels of BGM, SFX, and VOICE.

BGM
The level of the Background Music

SFX
The level of Sound Effects.

Voice
The level of Spoken Dialogue.

Volume settings
The in-game sound for Blade Dancer is divided into BGM, SFX, and VOICE. The original values are: BGM=50, SFX=64, and VOICE=127. If you don't like your adjustments, reset them to these values to return them to normal.

Saving

Use Save Points to save and quit the game, or simply to create a checkpoint and keep going.

How to Save ◀

Save during the game by accessing a Save Point. Approach the Save Point and lock onto it. Select it with the ✕ button and you will go to the Save screen.
To save, you must have a Memory Stick Duo or Memory Stick PRO Duo in the memory stick slot of the PSP with at least 224KB of free space.

❖ If you want to exit the game, select "END" from the Main Menu. But be sure to save your progress using a Save Point on the World Map first.

Important point on saving
While saving, DO NOT remove the "Memory Stick Duo" or "Memory Stick PRO Duo". Removing or inserting during the save may corrupt your data.

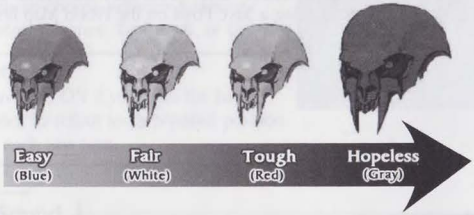
Seek & Destroy

Enemies are lurking everywhere! This section talks about the enemies you will see wandering around the World Map.

▶ Enemy Info

The enemies on the field are represented by a skull-shaped "Monster Icon". If there are two or more enemies in the group, the icon will be labeled with the group name. If you want to see exactly which enemies are in the group, lock onto the icon and press the ✕ button.

Enemy Strength by Monster Icon Color



▶ Confrontation

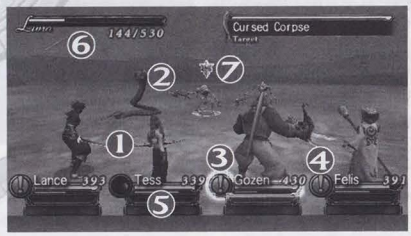
When you touch the Monster Icon, you have encountered the enemy and you will go into battle. All enemies have a certain field of vision. If a stronger enemy spots you, they will chase you down until you escape their field of vision or until you enter a new area.

Enemies combine and power up!
If you are chasing a weaker enemy, there is a chance they will combine forces with another enemy, becoming a fearsome foe. This is extremely dangerous, so try to take them out individually before they combine.

Viewing the Battle Screen

The key to victory is knowing the battle screen and making the right choices for each battle.

How to Read the Battle Screen ◀



1 Your Teammates
These are the characters you control.

2 The Enemies
These are the monsters you must defeat.

3 Selection Cursor
When a character is ready to act, select them by moving the cursor left or right.

4 Lunar Clock
When this completes a rotation, the "!" symbol will appear. This means that character is ready to take action.

5 Character Info
The top bar is a character's HP, and the bottom bar is that character's weapon endurance.

6 Lunar Gauge
This tells how much Lunar Power is available to execute Lunabilities.

7 Target Icon
This allows you to select the target of your attacks or items.

The Lunar Clock is ticking!
The Lunar Clock starts at the top of the circle after each new round, but when battle first begins, each character's clock will already be partway into its first rotation. Know your enemy and prepare your first attack quickly!

Lunar Battle

In Blade Dancer's Lunatic Battle, your characters' turns come based on the passing of time. This section will give you details about the intense battle system.

How the System Works

Blade Dancer uses a real-time battle system in which turns are determined by the passing of time. When a character's Lunar Clock makes a full revolution, the "!" symbol will appear and that character can take action.

Move the Selection Cursor over the character and press the X button to open the Battle Menu. Select from a number of commands, but remember that while you're making your decision, time is still passing and enemies may still act. So it's important to make choices quickly. Once you select a command, that character can't act again until his or her Lunar Clock makes another revolution.

Battle Menu

ATTACK
Attack with weapons or bare hands. Has a chance to miss.

LUNA
Attack using special Lunabilities.

ITEM
Use various items.

RUN
Attempt to escape from battle. Has a chance to fail.

EQUIP
Change equipment. This action DOES NOT count as a battle command.

Enemies take time, too!
You can't see it onscreen, but the enemies have their own Lunar Clocks. Just like your characters, each enemy's clock runs at a different speed. So learn the general speeds of each type of enemy and plan accordingly!

Lunability

The key to victory is knowing the battle screen and making the right choices for each battle.

Lunar Power

Whenever you give or receive damage, the Lunar Gauge will increase. Using this gauge, you can execute very strong attack or recovery abilities. Lunabilities are separated into categories within the Battle Menu. After choosing "LUNA" from the Battle Menu, cycle through the windows with the L/R button and select a Lunability. Certain Lunabilities cannot be used unless you have a weapon equipped, so pay attention to your characters' weapons at all times.

Share the Wealth

The Lunar Gauge is shared by everyone, including your enemies. The Lunar Gauge will decrease if an enemy uses a Lunability of their own. So it's important to learn how to prevent the enemy from using the gauge and keep it for yourself.

Disrupt the Enemy

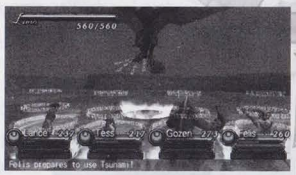
If you attack an enemy while they're charging a Lunability, you have a chance of cancelling their attack. If you do, their Lunar Power will be added back to the Lunar Gauge. So if the enemy is lining up a Lunability, keep this tactic in mind.

Use your Lunar Power wisely!
The most powerful Lunabilities that can hit multiple enemies take up lots of Lunar Power. So you won't be able to use these attacks right away. Be patient, and save up your Lunar Gauge for big attacks later. If you plan wisely, you will be able to hammer the enemy with big attacks and defeat them in one quick round.

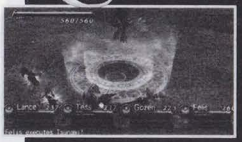
Lunability

Group Lunabilities

Group Lunabilities are an especially powerful type of attack. To use these abilities, you must have at least two characters ready to act. When you use the attack, every available character will act as one. The more team members that participate, the more damage you will do.
The ability costs the same no matter how many members participate, so it's best to wait until everyone is ready.



4 is better than 2!



Check your elements!
Lunabilities each have a Fire, Wind, Water, or Earth element. Enemies with those respective resistances will take less damage from those attacks. So in order for Lunabilities to be more effective, you must keep elemental weaknesses in mind.

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Status Ailments

Some enemy attacks inflict abnormal status, such as Sleep and Poison. This section details those afflictions, as well as other special conditions.

Condition

Poison
Take 5% of Max HP as damage every turn.

Sleep
Lunar Clock stops and action becomes impossible.

Paralyze
There is a 60% chance a chosen action won't be executed.

Silence
Cannot use Magic-type Lunabilities.

Darkness
Weapon effectiveness decreases by 80%.

Charm
The character will attack teammates at random.

Confuse
The character will attack anyone (including teammates) at random.

Berserk
Attack increases by 50%, while Defense drops by 50%. The character will attack anyone (including teammates) at random.

Freeze
Lunar Clock stops and action becomes impossible.

Petrify
Lunar Clock stops and action becomes impossible.

Special Conditions

Magic Defense
Decreases damage taken from Magic-type Lunabilities.

Physical Defense
Decreases damage taken from physical attacks.

Status Ailment Defense
Prevents status ailments.

Auto-revive
Automatically restores an incapacitated teammate.

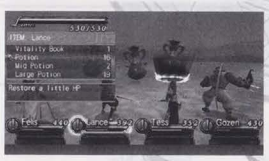
If you can't act now, just wait!
In Blade Dancer, even if nobody can act (due to Petrify, for example), it's not the end of the game. Eventually, the status ailments will go away on their own and you'll be able to act again. However, you'll still be the target of enemy attacks. The best strategy is to quickly heal anyone who can't act before it's too late.

Items & Gear in Battle

Items are an invaluable resource, both in battle and out. This section explains the in-battle Item system.

Using Items in Battle

To use items in battle, open the Battle Menu and select "ITEM". A window will appear where you can then select the item you wish to use. Move your cursor over the desired item and press the X button to use it.

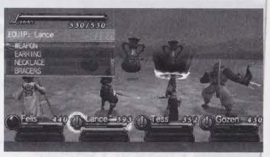


Advantages of Using Items

Items have one big advantage during battle - they don't use any Lunar Power whatsoever. There are many items that can recover health or boost stats, so that even characters without these types of Lunabilities can be effective. Item use is a vital short-term strategy.

Equipment

In Blade Dancer, you can change your equipment in the heat of battle. Simply select "EQUIP" from the Battle Menu and choose which type of equipment you want to change. Then highlight your desired item and press the X button to equip it.



Changing equipment does not count as an action, so you can still attack after making a change.

Know when to hold 'em!

Many Lunabilities require an equipped weapon to execute. If a weapon's endurance is running low and you don't have any extras, unequip it and fight with your bare hands. When you're ready to execute a Lunability, equip the weapon again and go for it. This will help you destroy enemies effectively when endurance is low.

Elemental Attributes

The damage you and enemies take from certain attacks is affected by elemental attributes. This section will give more info about these attributes.

Attributes & Resistance

Some weapons have one of four attributes - Fire, Wind, Water, or Earth. Enemies have certain resistances that make them more or less susceptible to damage from these weapons. An enemy will take less damage if it has resistance to the same element as that of your weapon. So pay attention to the enemy's attributes. Sometimes it's best to use a weapon with no elemental attributes at all. Also remember that some Lunabilities have elemental attributes of their own. Pay attention to elemental attributes throughout the game.

Enemies Have Elements Too

Some of your enemies' attacks also have elemental attributes. If you anticipate these attacks, you can reduce damage by finding equipment that has resistances to those elements.

Weapon elements obey their masters!

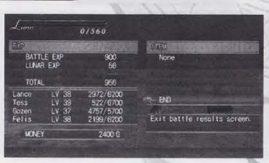
Some weapons share an elemental attribute with the proper character, such as the Flame Saber for Lance. These are especially powerful, since their damage is enhanced moreso due to the fact that their element is the same as the character wielding them.

Victory & Experience

You gain Experience and Items when you are victorious in battle. This section will explain that process.

Experience & Leveling

Whenever you win a battle, all surviving teammates will gain Experience Points. When characters gain enough XP, they will gain a level, and their stats and HP will increase.

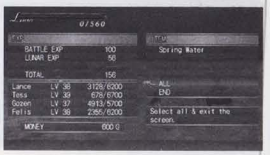


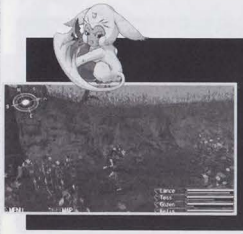
Lunar Power as Experience

10% of any Lunar Power left over from battle gets added as Experience Points. It's best to save it, if you think you can win without it.

Spoils of War

Sometimes enemies will drop items after battle. If your inventory is full, you won't be able to take the items with you. So it's best to always have some extra space and only carry what you need.



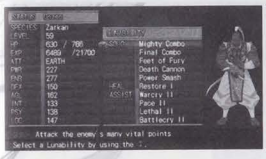


Plan ahead for extra items!
If you want extra items, make Tess the Group Leader. With her leading, the chance of getting items shoots up. Keep this in mind when you're out collecting materials for Crafting.

Character Status

This section describes what you will see on the STATUS screen.

Status Screen



You can check a character's status by selecting "STATUS" from the Main Menu. You can cycle through the characters with the L/R button. In addition to checking a character's stats, you can also see what Lunabilities that character has available.

Status

Category	Details
Clan	Character's clan
Level	Character's level
HP	Hit Points. When this reaches 0, you'll be incapacitated and you won't be able to act. It is displayed as Current HP/Max HP.
Experience (XP)	This is displayed as Current XP/XP needed to level up. Once you fill the bar, your level will increase by 1.
Attributes	Character's attributes
Power	Affects Attack
Energy	Affects Defense
Dexterity	Affects Weapon Skill
Agility	Affects Accuracy
Intelligence	Affects Magic Power
Psyche	Affects Magic Power & Defense
Logic	Affects Magic Defense

Boost your powers!
Many pieces of equipment can increase your Attack, Defense, and other stats. Don't rely on levels alone - pay attention to your equipment and deck yourself out to maximize your stats!

Crafting

Crafting allows you to make new weapons and items. Get started here!

▶ Crafting System

Crafting takes several raw materials and combines them to make a single item. For example, combining SPRING WATER and HERB will create a Potion. Select "CRAFTING" from the main menu and choose either "Select from recipe" or "Select from ingredients" to try it out. Remember, there is always a chance your crafting attempt may fail.

Choose Your Recipe

With "Select from recipe", you can create items from recipes you've collected.

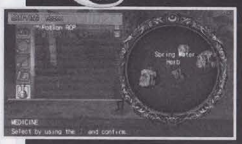
Choose "Select from recipe".

Choose which character you want to use.

Choose which item you want to craft.

Start crafting!

The results



Make sure you measure up!
Place your cursor over an item to see what materials you will need to craft it. If you don't have the proper materials, the names of the missing items will show up in gray.

Choosing Ingredients

Choose "Select from ingredients".

Choose your character.

Select the ingredients.
(2-5 items)

Start crafting!
(if you cannot combine, a message will tell you so)

The results

"Select from ingredients" allows you to try crafting by combining whatever items you choose.

Appraising

The Appraiser will allow you to break down an item into raw materials to find out what you need to craft it (you cannot break down raw materials such as Steel.) Make sure you have at least 5 item slots available for the materials. Each appraisal costs 100G.

Endurance changes every time!
Every time you craft a given weapon, its Endurance will differ based on the attributes of the person crafting it at that time.

Finding Ingredients

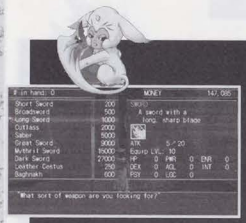
This section details different ways to acquire crafting materials.

Crafting Broker

You can get many crafting ingredients from a Crafting Broker. However, certain items can only be found as rewards for defeating enemies.

Item Drops

Whenever you win in battle, there is a chance the enemy will drop some items. This is the only way to find many crafting ingredients. When choosing items after battle, be sure to grab these first!



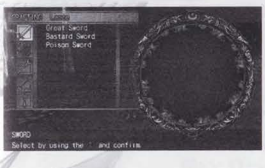
Crafting is good business!

Many items are much cheaper to craft than to simply buy from a shop. For example, a Longsword that costs 1000G can be crafted using a Moonbone Hilt (200G) and an Iron Blade (150G), saving you 650G!

Crafting Effects

The attributes of the character attempting to craft will affect the results. This section talks about the various aspects of Crafting.

Elements of Crafting



Certain crafting ingredients have elemental attributes. The success rate increases if you use a character with the same elemental attribute as the item, and the number of consumable items created at once may increase. So when you go to craft, do your best to match up all the elements.

Lunar Effect on crafting

The Prismatic Moon has a mysterious, secret power. It is said that this power somehow affects Crafting. Whether this is true or not, no one seems to know. But according to one rumor, an unbelievably powerful item can be created on a Black Moon night...

Network Play

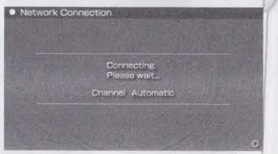
If you select "NETWORK" from the Blade Dancer Title Menu, you can join in wireless LAN ad-hoc multiplayer. This section will tell you more about the online features.

▶ Network Play

Selecting "NETWORK" will allow you to enter a co-op multiplayer via a wireless ad-hoc LAN system. You will select your dungeon and work together to beat the dungeon boss. If you're successful, you'll even get a reward to take back into the single-player mode. A maximum of 4 players can participate online together.

▶ Prepare Ad-hoc Mode

Network mode uses the PSP™'s wireless LAN function (ad-hoc). Turn ON the wireless LAN switch on the PSP™ system.



Your endurance is limitless!
In Network mode, a weapon's endurance doesn't decrease, no matter how much you use it. At the end of the dungeon, you will be rewarded based on how many enemies you killed, so it's best to attack as much as possible.

Setting up a Game

After connecting to the Network, you must set up your character before you begin. This section will explain how to do that.

Setting up a Game ◀

1 Select "Network"
Select NETWORK from the Title Menu.

2 Load Game Data
Select the Save File to load. You must have a Blade Dancer Save File to enter Network mode, so make sure you play through some of the single-player game first.

3 Enter Player Name
Input a name that will appear in Multiplayer mode. If you've already done this once, you won't be asked to do it again.

4 Find Other Players
Once you're connected, look for other players. You will see two options: "Members Wanted" and "Join Party". For the first, you will be the host and choose which dungeon to navigate. For the second, you will join another group and follow along. There is no difference in actual gameplay.

5 Choose Your Character

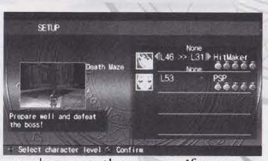
Once a group is set, the host will select a dungeon and everyone will select which character to use. You can also set your character level, which can only go as high as your current level in the Save Data you loaded originally, and your position in the group (front or back). The enemy difficulty is determined by the average of all player levels, so it's best to match everyones' levels as closely as possible.

Begin Network Play!

Multiplayer Battle

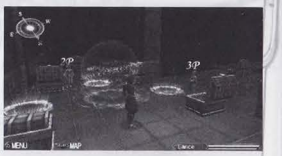
This section will explain the operation and progression of Network Play.

Goal of the Game



The goal in Network play is to work together and clear the dungeon. Each player will start in a different area of the dungeon. Make your way through the area, completing tasks as necessary. Once you reach the end of the dungeon and beat the boss, you've won the game. If your entire party is killed, then it's game over.

Dungeon Map

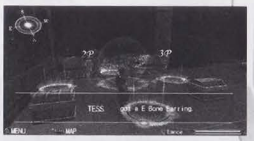


The Network dungeons are unique to multiplayer, but the content is the same as the normal game. The biggest difference is that each player will have a character to control onscreen.

Dungeon Commands

The Main Menu in Network Play is slightly different from normal - there is STATUS, ITEM, EQUIP, OPTIONS, END, and CLOSE. You cannot give or receive items, change formation, or craft items. If even one player uses the END command to quit the game, the game will end for everyone.

Build Up Resources

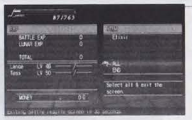


Each player's starting gear is minimal, but many treasure chests are spread throughout each dungeon. Your first priority should be to seek out these chests and upgrade your equipment as best as possible. Remember that the treasure chests only have one item each, and you can't trade equipment. So make sure to plan ahead and share the bounty equally. Remember also that you cannot take normal treasure from Network into single-player mode.

Dungeon Encounters

While in the dungeon, if one player runs into an enemy, then every group member goes into battle. Make sure your health and equipment are ready for battle at all times. The battle system is exactly the same as in the normal game, except that each player controls one character and you can't change equipment during battle.

After Battle



After each battle, surviving characters will get all kinds of quality items. Unlike the normal game, you do not receive Experience or gold, but you will receive many more useful items. You can't bring these items back into the normal game, so use them while you have them. You only have 30 seconds at the end of battle to claim your items, so be quick.

Clearing the Dungeon

Once you destroy the boss of a dungeon, that dungeon is cleared. You will then be rewarded based on the total number of enemies you killed, and you'll receive a special item (determined by which character you used). Sometimes the item will be Rare, but sometimes it will be a Poor item. If you get a Rare item, you'll also get a medal (unless you've already gotten that item before). It's possible that something might happen if you get a Rare item for every character in Network play...

Save Data

Once you clear a dungeon and confirm your reward, you can press the ✕ button to head to the Save screen. Save your data and your reward will be imported into your single-player game.

Dungeon Types

This section describes the different types of dungeons you'll find in Network Play.

Beginner's Maze

Goal Unlock your gate, then take out the boss!

Each player will start at a different point, and each will be able to unlock a gate to challenge the boss in the middle of the room. You'll only have to open one gate, but remember that this is the boss: you'll want to collect as much equipment as possible before the final battle.

Overlord's Maze

Goal Work together to unlock all the gates, then take out the boss!

Each player will have to rely on the other players to unlock gates blocking their path. At times, you will have to use two players at once to unlock a gate. Treasure chests are found all along the paths, so use those to remember where you've already been.

Death Maze

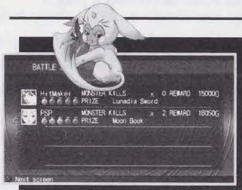
Goal Decide who gets the treasure, then take out the boss!

In this dungeon, all players will start at the same spot surrounded by treasure chests. You must avoid temptation and distribute the chests evenly to get out of here alive.

Enlightenment Maze

Goal Fight your way through the enemy onslaught, then take out the boss!

Each player will start at a different point and head toward the boss in the center. The boss will be vulnerable from all sides, but you'd better make sure your equipment is good enough.



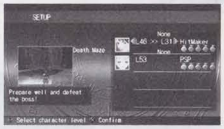
Use bonus items carefully!
Items you import from Network Play cannot be appraised in the normal game. It is a unique item that cannot be crafted on your own. So make sure you only use it when you really need it!

Advice for Network Play

Here's a few helpful tips to get you through Network Play.

Pick Your Character Carefully

Every player can use the same character, but it's a good idea to balance your attack and defense capabilities. Having Felis in your party, for example, will greatly help keep everyone alive. Also remember that you can only choose front or back row at the beginning of the dungeon.



Distribute Treasure Evenly

Treasure chests must be shared among all the players. Once it's opened, it's empty forever. So it's best to plan ahead and decide who is going to open which chests. Everyone is notified of what item a person gets when they open a chest, so use this to allow weaker characters to open more chests.

Use Lunar Power Effeciently

Unlike the normal game, you don't control every character in Network Play. So if you don't plan ahead, the different players may use Lunar Power ineffeciently. If possible, communicate and decide on which attacks to use. Then your Lunability use will be much more effective.

Use Life Points Wisely

Life Points are especially useful in Network Play because each player is responsible for their own health on the World Map. If a player doesn't have any recovery items, its best to let them use the Life Point.

Heal Only During Battle

Because you cannot trade items among players, it's extremely important that you heal as much as possible during battle. If you are about to defeat an enemy, it's best to wait and recover your HP before finishing it off.

Crafting Info

Weapons

[Lance]

Name	LV	Item 1	Item 2	Item 3	Additional Effect
Short Sword	1	Sandbone Hilt	Iron Blade	–	–
Gladius	3	Short Sword	Beast Bone	–	–
Broadsword	5	???	Iron Blade	–	–
Hunter Sword	8	Broadsword	Beast Hide	–	–
Long Sword	10	Moonbone Hilt	???	–	–
Bastard Sword	10	???	Beast Fang	–	–
Cutlass	15	Sandbone Hilt	???	–	–
Poison Sword	15	Cutlass	Beast Blood	???	Poison

[Gozen]

Name	LV	Item 1	Item 2	Item 3	Additional Effect
Leather Cestus	1	Hide Glove	Iron Filings	–	–
Battle Cestus	3	Leather Cestus	???	–	–
Baghnakh	5	Light Glove	Iron Filings	–	–
Bone Baghnakh	5	???	Beast Bone	–	–
Iron Claw	10	Mesh Glove	???	–	–
Wolf Fang	10	???	Beast Hide	–	–

[Felis]

Name	LV	Item 1	Item 2	Item 3	Additional Effect
Quick Staff	10	Magician's Staff	Beast Hide	–	–
Mage Cane	15	Rock Orb	???	–	–
Silence Staff	15	Mage Cane	Beast Fang	???	Silence
Warlock's Staff	20	Metal Orb	Heavy Pole	–	–
Wise Staff	20	Warlock Cane	???	Beast Blood	–
Charming Staff	25	Warlock Cane	Beast Blood	???	Charm

[Tess]

Name	LV	Item 1	Item 2	Item 3	Additional Effect
Hard Bow	15	Steel Bowstring	Heavy Frame	–	–
Ice Bow	15	Hard Bow	???	Para Potion	Freeze
Battle Bow	20	Silk Bowstring	Heavy Frame	–	–
Paralyze Bow	20	???	Beast Bone	???	–
Brave Bow	25	Battle Bow	???	Beast Hide	–
Wolf Bow	25	Battle Bow	Beast Bone	???	–

Accessories

[Earring]

Name	LV	Item 1	Item 2
Rock Earring	1	Silver Fitting	???
Bone Earring	1	Rock Earring	???
Tusk Earring	1	Rock Earring	???
Rock Cuff	5	???	Rock Orb
Rock Stud	10	Moon Fitting	???

[Necklace]

Name	LV	Item 1	Item 2
Rock Choker	1	???	Rock Orb
Rock Necklace	5	Gold Chain	???
Rock Torque	10	???	Rock Orb

[Bracers]

Name	LV	Item 1	Item 2
Rock Bracelet	1	Heavy Bowstring	???
Rock Bangle	1	???	Rock Orb
Rock Armlet	1	Steel Bowstring	???
Bone Armlet	5	Rock Armlet	Beast Bone

[Ring]

Name	LV	Item 1	Item 2
Rock Ring	1	Silver Fitting	Rock Orb
Solid Ring	5	Gold Inlay	???
Hard Ring	10	Moon Inlay	???

[Armor]

Name	LV	Item 1	Item 2
Rock Rope	1	Silver Buckle	???
Rock Belt	5	???	Rock Orb
Rock Girdle	10	Moon Buckle	???

[Leggings]

Name	LV	Item 1	Item 2
Rock Toe Ring	1	???	Rock Orb
Rock Anklet	5	Silk String	Rock Orb
Stone Anklet	10	???	Rock Orb

Game Data

Items

Name	Comments
Potion	Recovers 50 HP
Mid Potion	Recovers 100 HP
Large Potion	Recovers 300 HP
Elixir	Recovers all HP
Holy Water	Recovers Abnormal status
Angel Kiss	Revives fallen teammate & restores some HP
Goddess Kiss	Revives fallen teammate & restores all HP
Skill Potion	Increases Dexterity in battle
Power Potion	Increases Attack in battle
Energy Potion	Increases Defense in battle
Agility Potion	Increases Accuracy in battle
Wisdom Potion	Increases Intelligence in battle
Logic Potion	Increases Logic in battle
Psyche Potion	Increases Psyche in battle
Para Potion	Paralyzes an enemy
Tranquilizer	Puts an enemy to sleep
Poison	Poisons an enemy
Dark Potion	Blinds an enemy
Heal Scroll	Recovers some HP for all teammates
Holy Water Book	Recovers Abnormal status of all teammates
Revive Book	Revives all fallen teammates
Skill Book	Increases Dexterity for all teammates
Power Book	Increases Attack for all teammates
Energy Book	Increases Defense for all teammates
Agility Book	Increases Accuracy for all teammates
Wisdom Book	Increases Intelligence for all teammates
Logic Book	Increases Logic for all teammates
Psyche Book	Increases Psyche for all teammates

Lunabilities

[Lance]

Name	LV	LP	Description
Heat Blade	2	15	A legendary sword technique that hits a single enemy.
Primal Heat	8	50	A fierce fire attack that hits all enemies.
Blast Blade	10	40	A strong fire blow that hits a single enemy.
Prominence	10	100	A Co-op Lunability that brings scorching doom down on all foes.
Solar Edge	20	150	An attack that focuses a burning flame on a single enemy.
Thermal Blast	25	150	A secret sword technique that smashes all enemies with a heat wave.

[Gozen]

Name	LV	LP	Description
Restore I	1	10	Recover 20% of one teammate's Max HP.
Mighty Combo	5	20	Hit a single enemy's vital points with 4 quick blows.
Pace I	8	25	Increase the Agility of one teammate by 10%.
Death Cannon	10	100	A devastating attack that hits all enemies.
War Cry I	11	25	Increase the Power of one teammate by 10%.
Pacima I	13	30	Increase the Agility of all teammates by 10%.

[Felis]

Name	LV	LP	Description
Aqua I	5	20	Drain the soul of one enemy with a Water attack.
Lunaguard I	7	25	Increase the Magic Defense of one teammate by 10%.
Pace I	8	25	Increase the Agility of one teammate by 10%.
Empathy I	10	25	Recover 50% of one teammate's HP, and take the same amount as damage.
Lunar Shield I	11	30	Increase all resistances of all teammates by 10%.
Wall I	12	25	Increase the Defense of one teammate by 10%.

[Tess]

Name	LV	LP	Description
Zephyr I	5	20	Cut the enemy with a biting Wind attack.
Feebos I	6	25	Decrease the Power of all enemies by 10%.
Serenity I	8	10	Has a low chance of Silencing one enemy.
Shadow Sight I	9	25	Decrease the Dexterity of all enemies by 10%.
Feeble I	10	8	Decrease the Power of one enemy by 10%.
Dark Sight I	10	8	Decrease the Dexterity of one enemy by 10%.

BLADE DANCER ~Lineage of Light~
NORTH AMERICAN VERSION

LOCALIZATION TEAM

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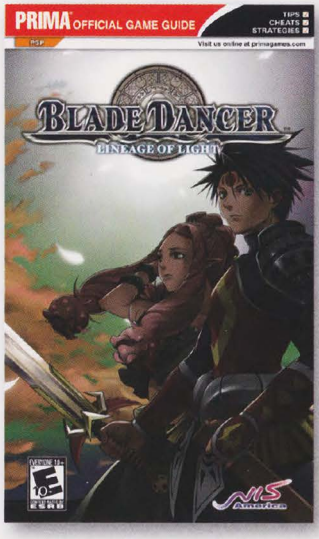

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